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THE ASSASSIN NATION PLOT

PART TWO OF SIX

the AMAZING SPIDER-MAN

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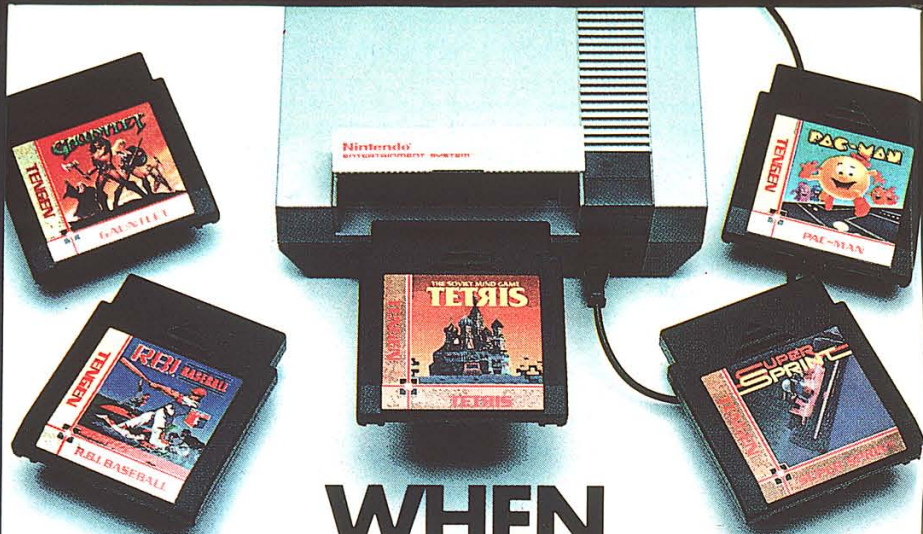
WITH
PALADIN
AND
SILVER
SABLE
BY HIS SIDE!!



McFARLANE

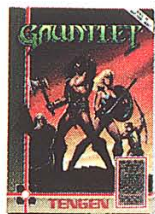


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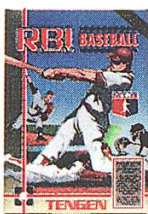


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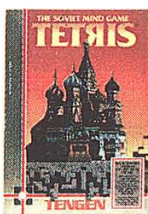
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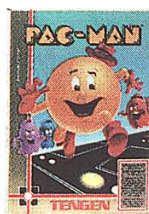
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Stan Lee
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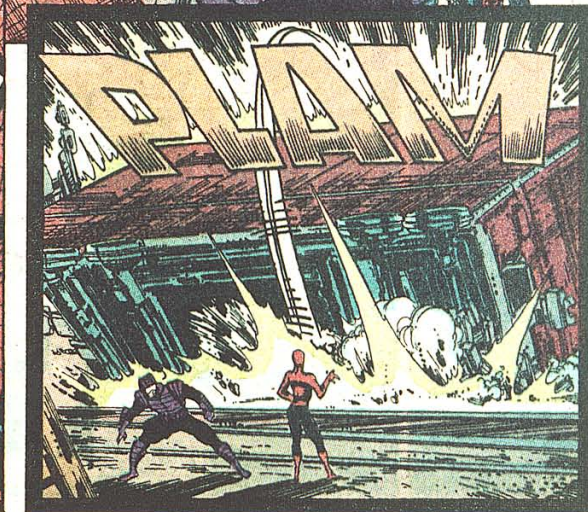
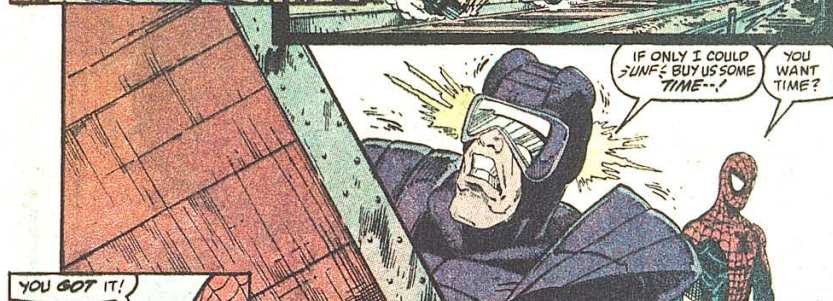
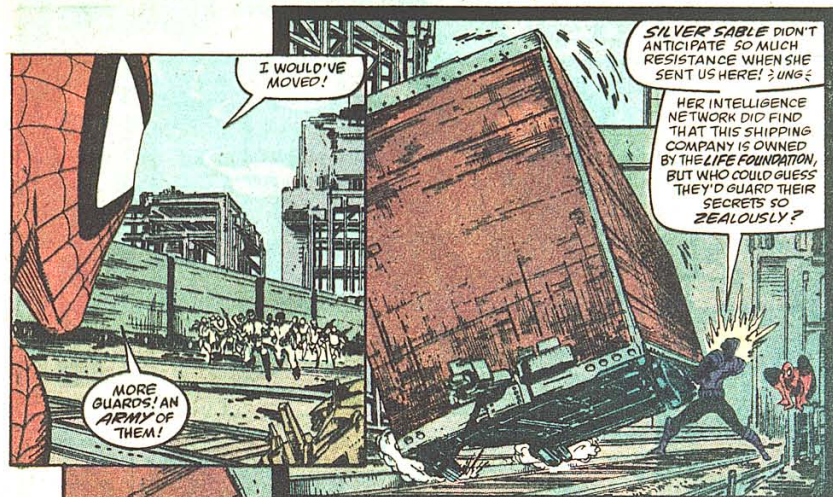


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BEST KEEP YOUR MIND ON THIS PLANET, SPIDER-MAN! THAT GUNMAN HAD HIS SIGHTS ON YOUR BACK!



SILVER SABLE DIDN'T ANTICIPATE SO MUCH RESISTANCE WHEN SHE SENT US HERE! 3 UNG

HER INTELLIGENCE NETWORK DID FIND THAT THIS SHIPPING COMPANY IS OWNED BY THE LIFE FOUNDATION, BUT WHO COULD GUESS THEY'D GUARD THEIR SECRETS SO ZEALOUSLY?

I WOULD'VE MOVED!

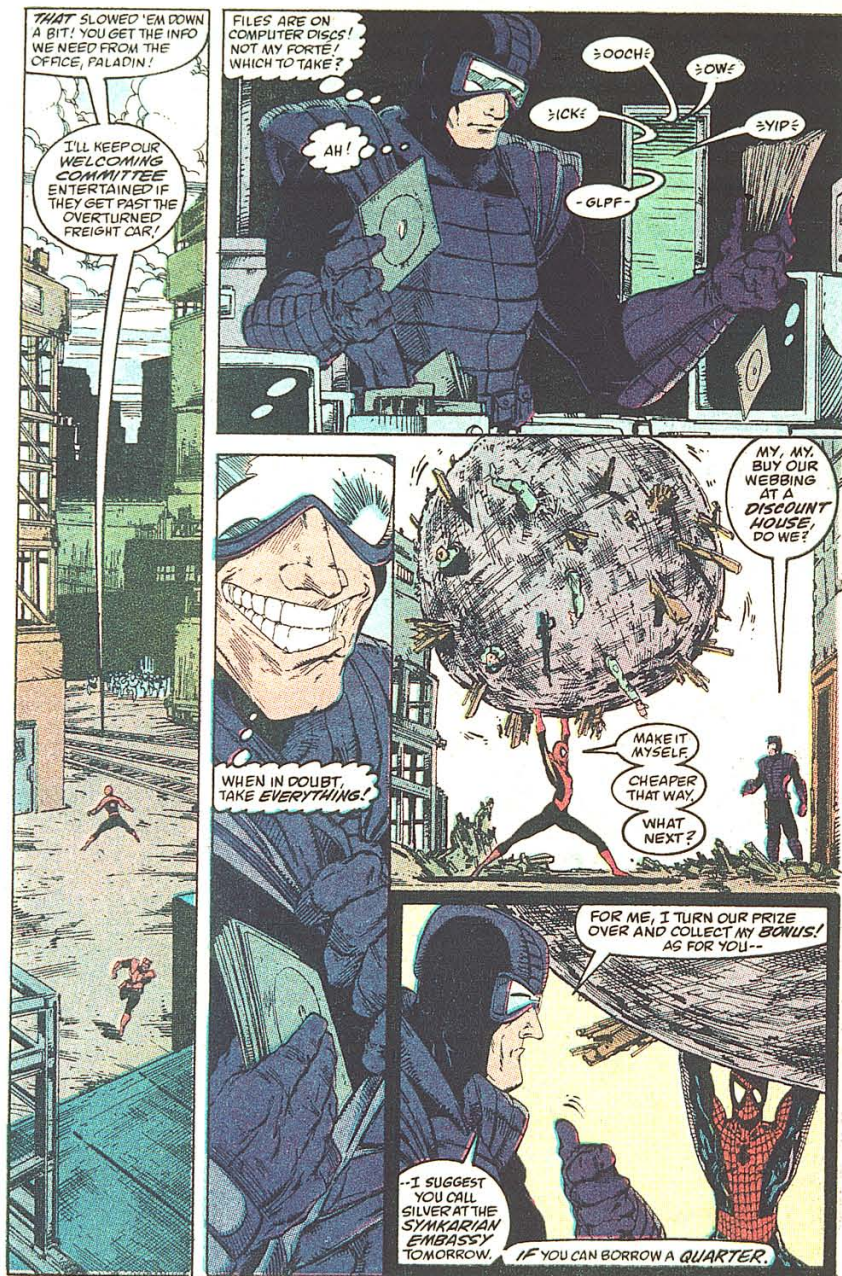
MORE GUARDS! AN ARMY OF THEM!

IF ONLY I COULD 3UNE? BUY US SOME TIME--!

YOU WANT TIME?

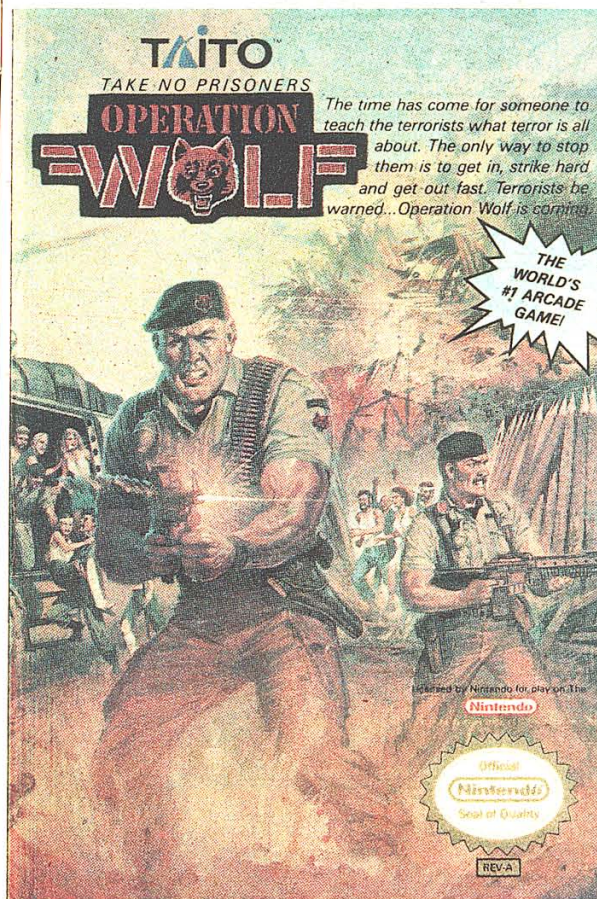
YOU GOT IT!

FLIK



TAKE NO PRISONERS.

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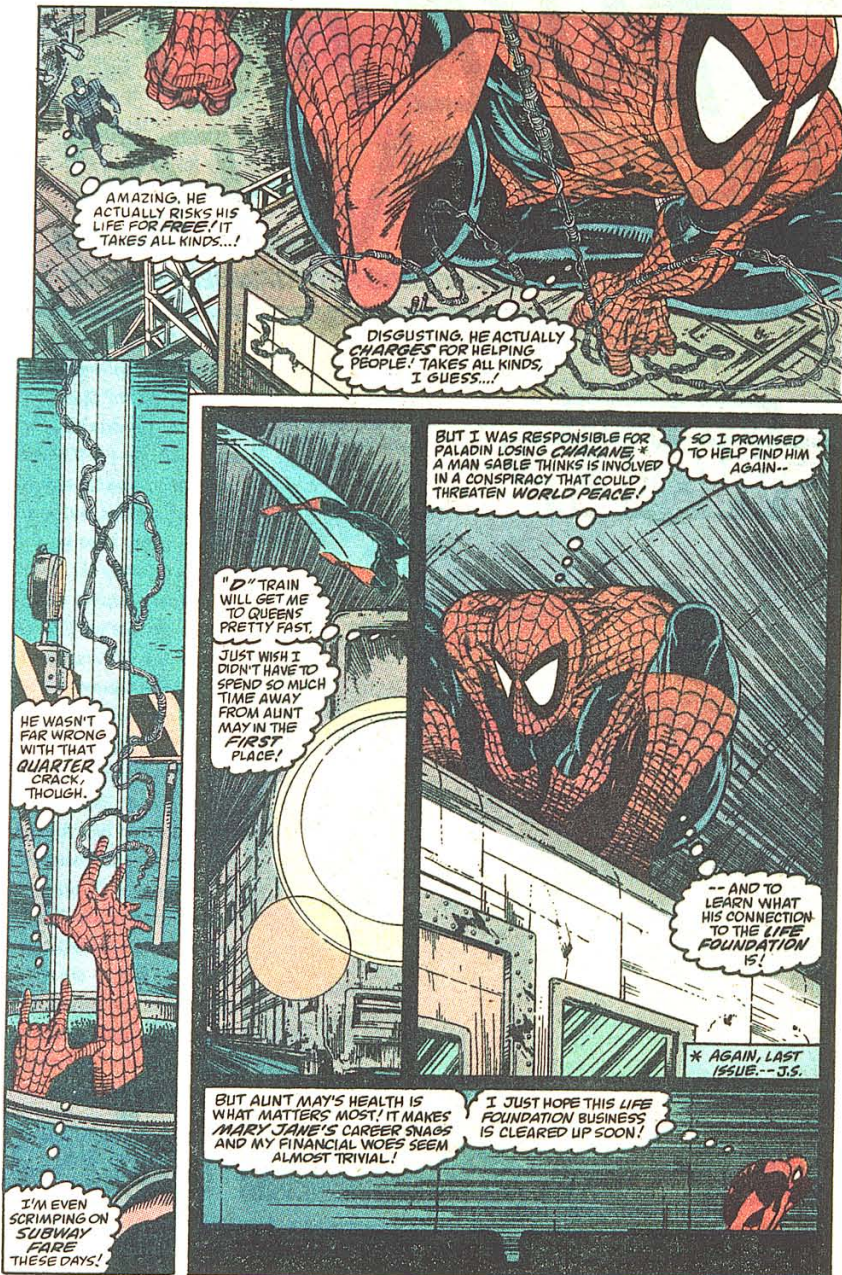


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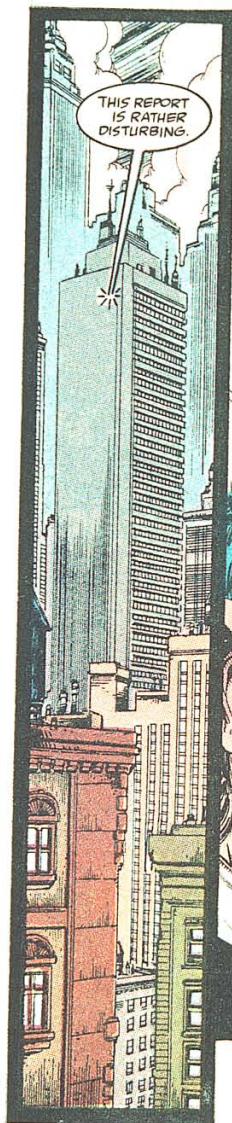
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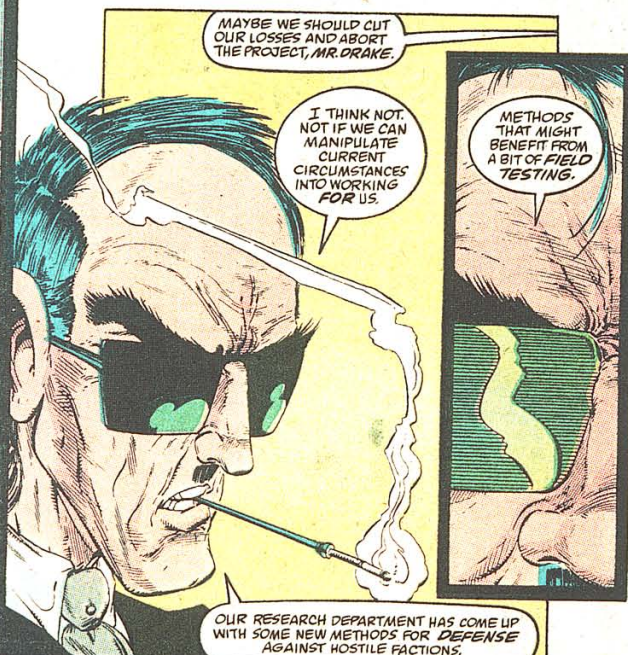
THIS REPORT IS RATHER DISTURBING.



THE CONFRONTATION AT THE TRAIN YARD COULD MEAN THAT OUR CURRENT OPERATION HAS BEEN COMPROMISED!

IT WAS, AFTER ALL, SPIDER-MAN WHO HELPED DESTROY THE SURVIVAL CONDOS WE WERE MARKETING SOME TIME AGO.

*ISSUE # 299 THIS TIME, J.S.

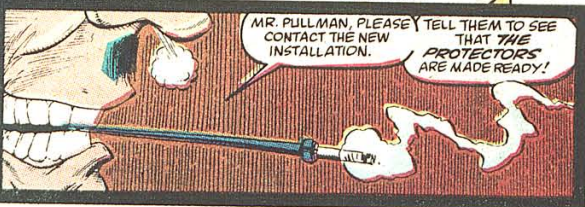


MAYBE WE SHOULD CUT OUR LOSSES AND ABORT THE PROJECT, MR. DRAKE.

I THINK NOT. NOT IF WE CAN MANIPULATE CURRENT CIRCUMSTANCES INTO WORKING FOR US.

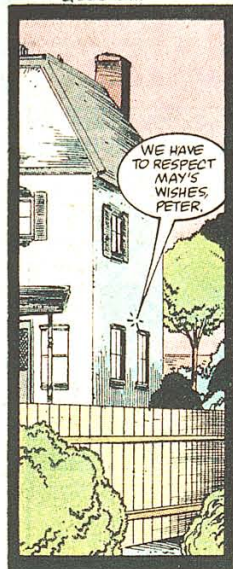
METHODS THAT MIGHT BENEFIT FROM A BIT OF FIELD TESTING.

OUR RESEARCH DEPARTMENT HAS COME UP WITH SOME NEW METHODS FOR DEFENSE AGAINST HOSTILE FACTIONS.

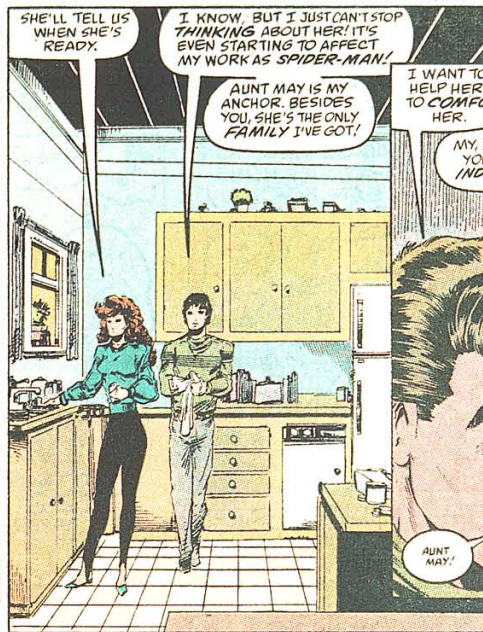


MR. PULLMAN, PLEASE TELL THEM TO SEE THAT THE NEW INSTALLATION. THAT THE PROTECTORS ARE MADE READY!

QUEENS...



WE HAVE TO RESPECT MAY'S WISHES, PETER.



SHE'LL TELL US WHEN SHE'S READY.

I KNOW, BUT I JUST CAN'T STOP THINKING ABOUT HER! IT'S EVEN STARTING TO AFFECT MY WORK AS SPIDER-MAN!

AUNT MAY IS MY ANCHOR. BESIDES YOU, SHE'S THE ONLY FAMILY I'VE GOT!

I WANT TO HELP HER, TO COMFORT HER.

MY, AREN'T YOU YOUNGSTERS INDUSTRIOUS!

AUNT MAY!



I'M SORRY, M.J. SHE NEEDS ME!

AUNT MAY WE KNOW ABOUT YOUR... HEART PROBLEM.

PETER!

MY WHAT?



AND, AFTER THE STORY IS TOLD...

I SHOULD BE ANGRY AT YOUR EAVESDROPPING, EVEN IF IT WAS UNINTENTIONAL. BUT YOUR CONCERN IS SO TOUCHING.

ALTHOUGH, IT TURNS OUT, SOMEWHAT MISPLACED.

YOU SEE, IT ISN'T MY HEART THAT'S DISEASED.

IT'S NATHAN'S

NATHAN LUBENSKY?!

NATHAN AND I ARE VERY CLOSE-- WE'RE EVEN CONSIDERING BECOMING ENGAGED AGAIN-- AND THE DOCTOR WAS TOLD TO GIVE ANY DIAGNOSES TO ME IF NATHAN WASN'T AVAILABLE.

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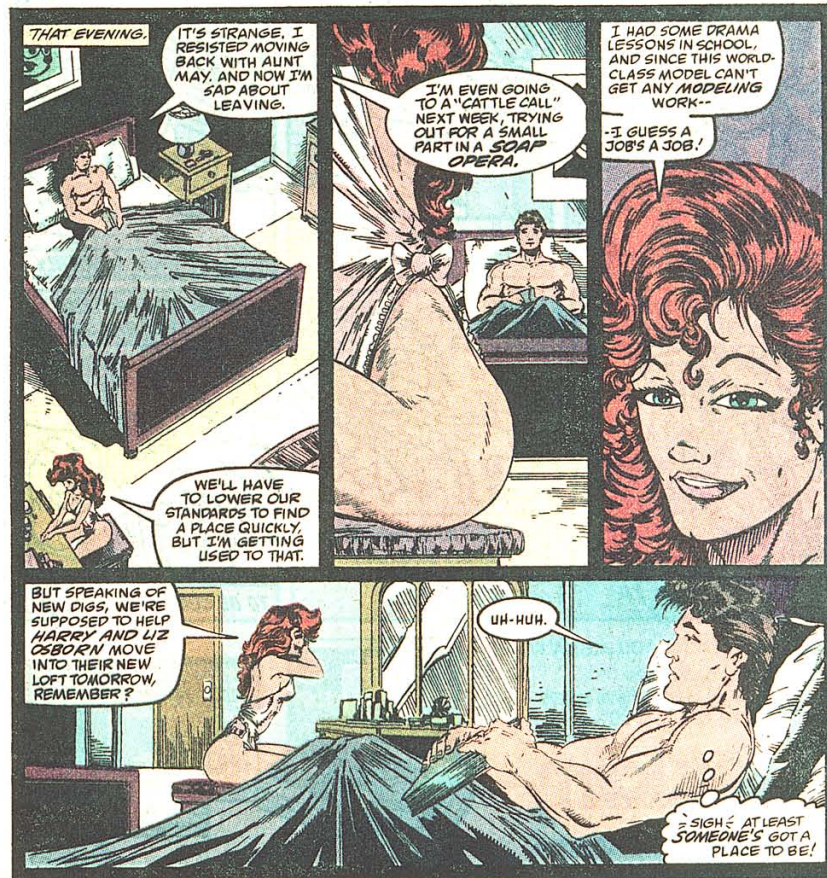


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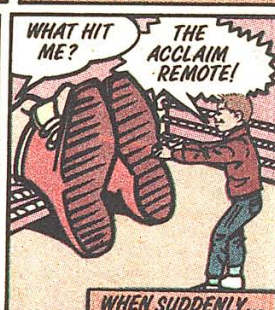


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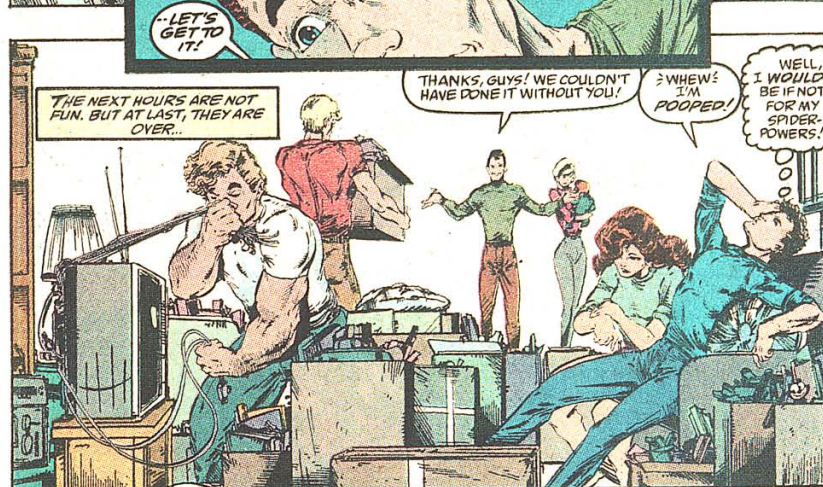
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AFTER HEMMING AND HAWING--AND WORRYING ABOUT HOW TO COME AND GO AS SPIDER-MAN--PETER AGREES TO HAVE A LOOK.



HEY, THERE'S A SKYLIGHT IN THE BATHROOM! FABULOUS!

PETER, YOU'RE WEIRD.

THERE'S ACRES OF ROOM, HON, AND THE LOCATION'S TERRIFIC!

OKAY, SOLD. BUT WE *INSIST* ON PAYING THE SAME RENT YOU'D CHARGE ANYONE ELSE.

SURE! LESS THE 25% FRIENDSHIP REDUCTION, OF COURSE!



LET'S GO DOWNSTAIRS AND CELEBRATE, NEIGHBORS!

AND...

TOO BAD PETER HAD TO GO MAKE A PHONE CALL. HE'LL MISS "SECRET HOSPITAL." YOU EVER WATCH IT, MJ?

WATCH IT? IF THINGS GO WELL, I'M GOING TO BE ON IT!



WHILE OUTSIDE...

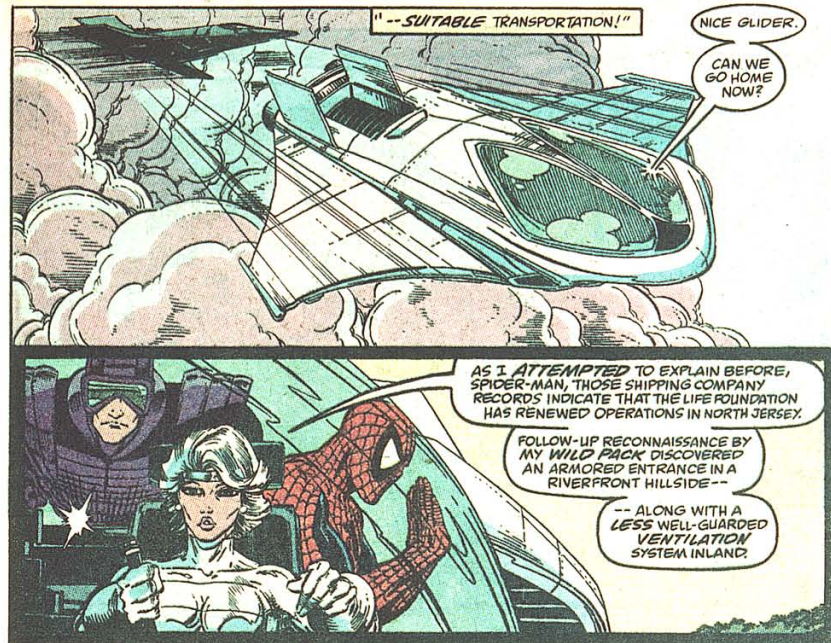
SABLE? THIS IS SPIDER-MAN.

WHAT'S UP?

LOTS. MEET US AT THE 34TH STREET HELIPAD.

WE'RE TAKING A CHOPPER TO NEW JERSEY, WHERE WE CAN SWITCH TO MORE--

14



"--SUITABLE TRANSPORTATION!"

NICE GLIDER.

CAN WE GO HOME NOW?

AS I ATTEMPTED TO EXPLAIN BEFORE, SPIDER-MAN, THOSE SHIPPING COMPANY RECORDS INDICATE THAT THE LIFE FOUNDATION HAS RENEWED OPERATIONS IN NORTH JERSEY.

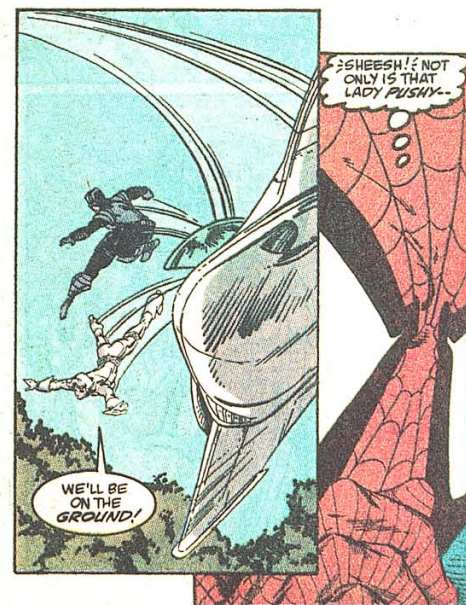
FOLLOW-UP RECONNAISSANCE BY MY WILD PACK DISCOVERED AN ARMORED ENTRANCE IN A RIVERFRONT HILLSIDE--

--ALONG WITH A LESS WELL-GUARDED VENTILATION SYSTEM INLAND.



THIS GLIDER IS PROGRAMMED TO SWOOP LOW AND CRASH INTO THE RIVER, PROVIDING A DISTRACTION FOR OUR ASSAULT.

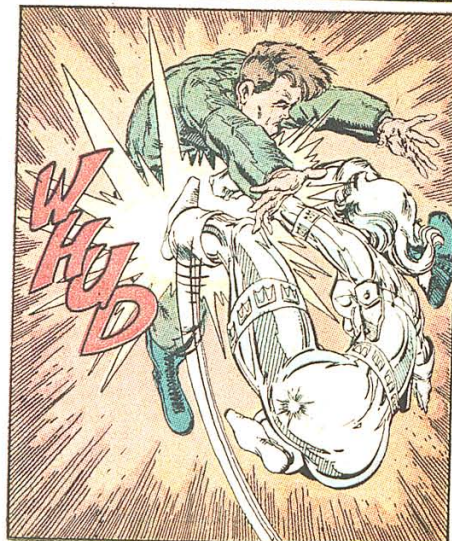
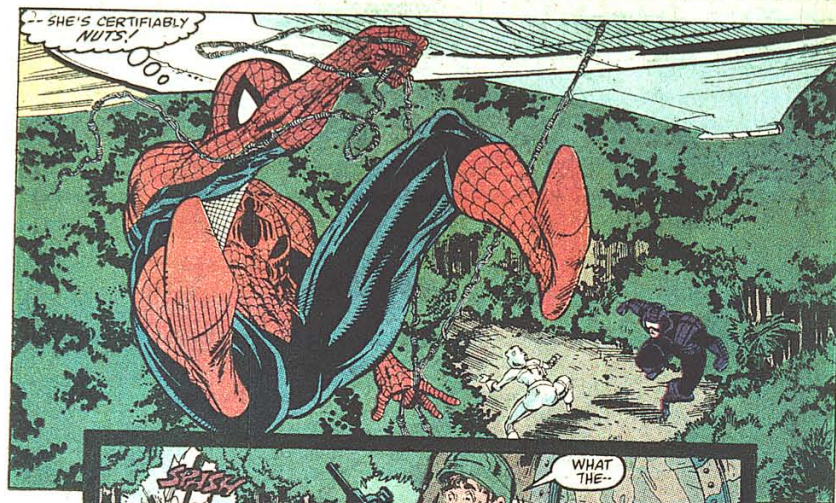
THE PLANE'S GOING TO CRASH--BUT WHAT ABOUT US?!



SHEESH! NOT ONLY IS THAT LADY PUSHY--

WE'LL BE ON THE GROUND!

15



16



FORM ON ME!
SINGLE FILE!
NOW!



QUIET! THERE'S A GRATE AHEAD! MAYBE WE CAN SEE--



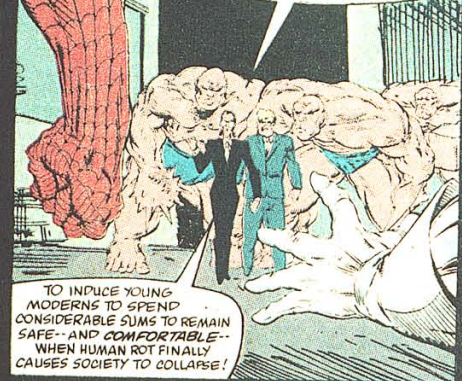
LET'S GET DOWN THERE!

LAST TIME THEY WERE BUILDING ESCAPE CONDOS FOR UPSCALE SURVIVALISTS, BUT WHAT'S THIS?

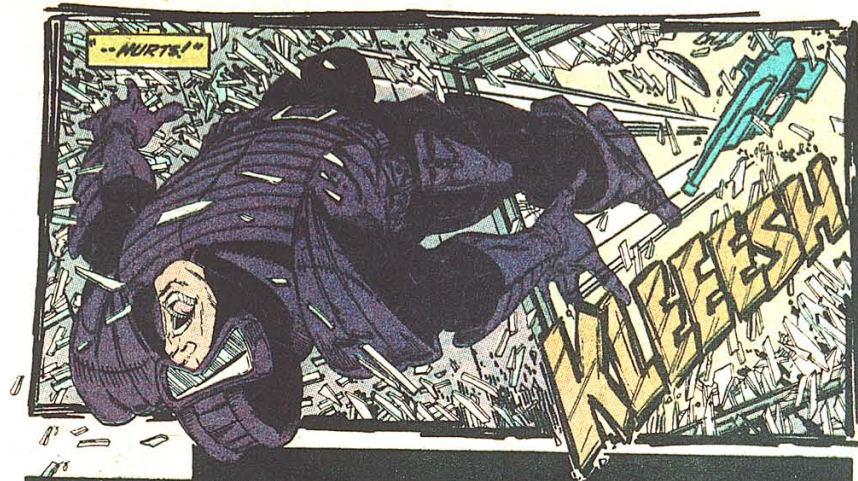
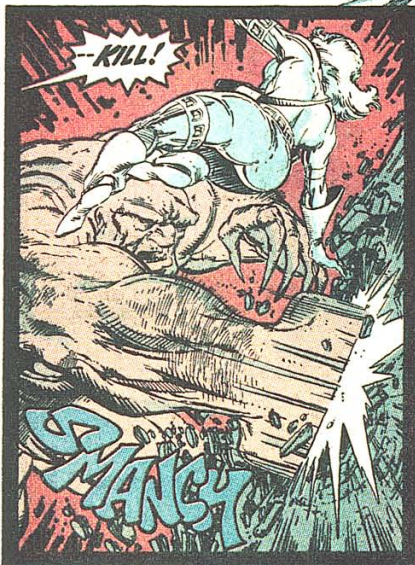
A MALL FOR MOLES?

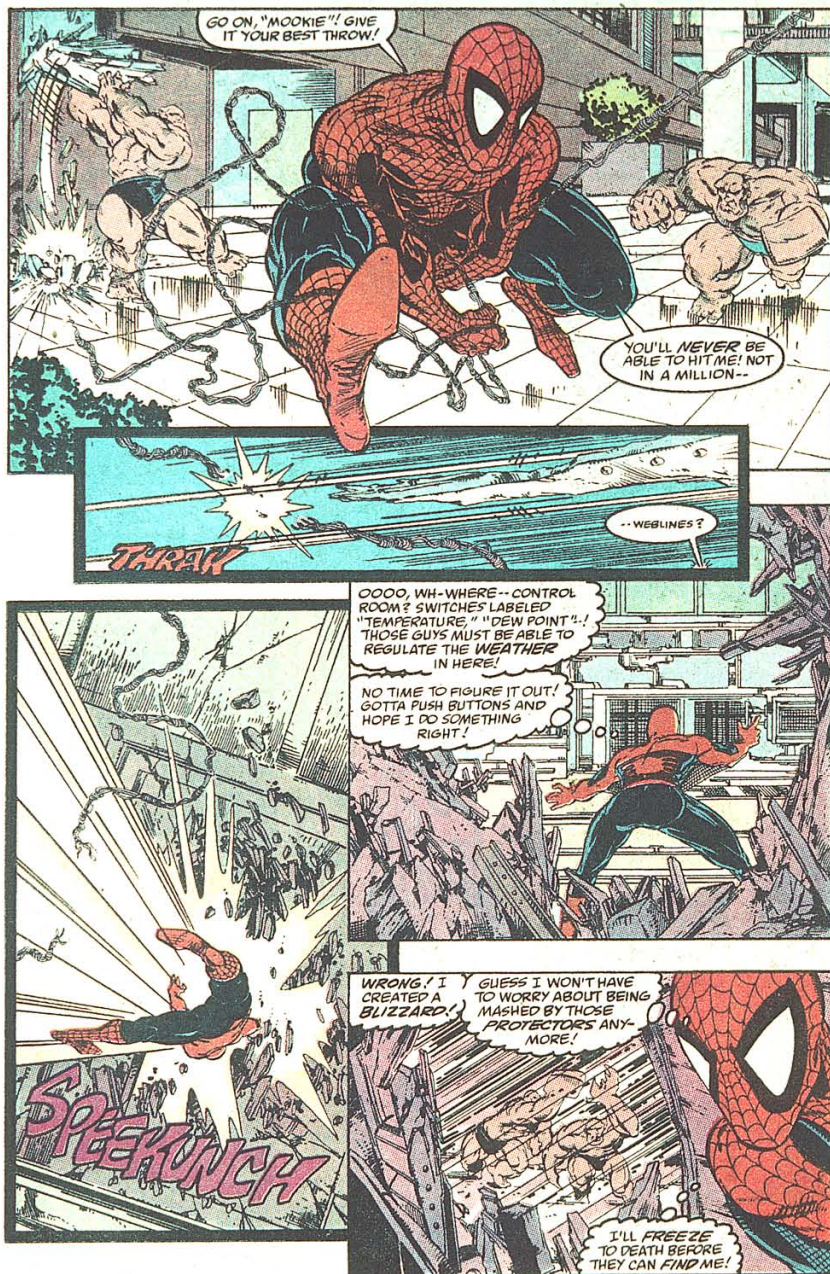


YOUR PREVIOUS INTERFERENCE COST US CUSTOMERS, SO WE'RE NOW TARGETING AN UNTAPPED MARKET: YUPPIES! THAT'S WHY WE DESIGNED THESE NEW ACCOMMODATIONS AS WE DID.



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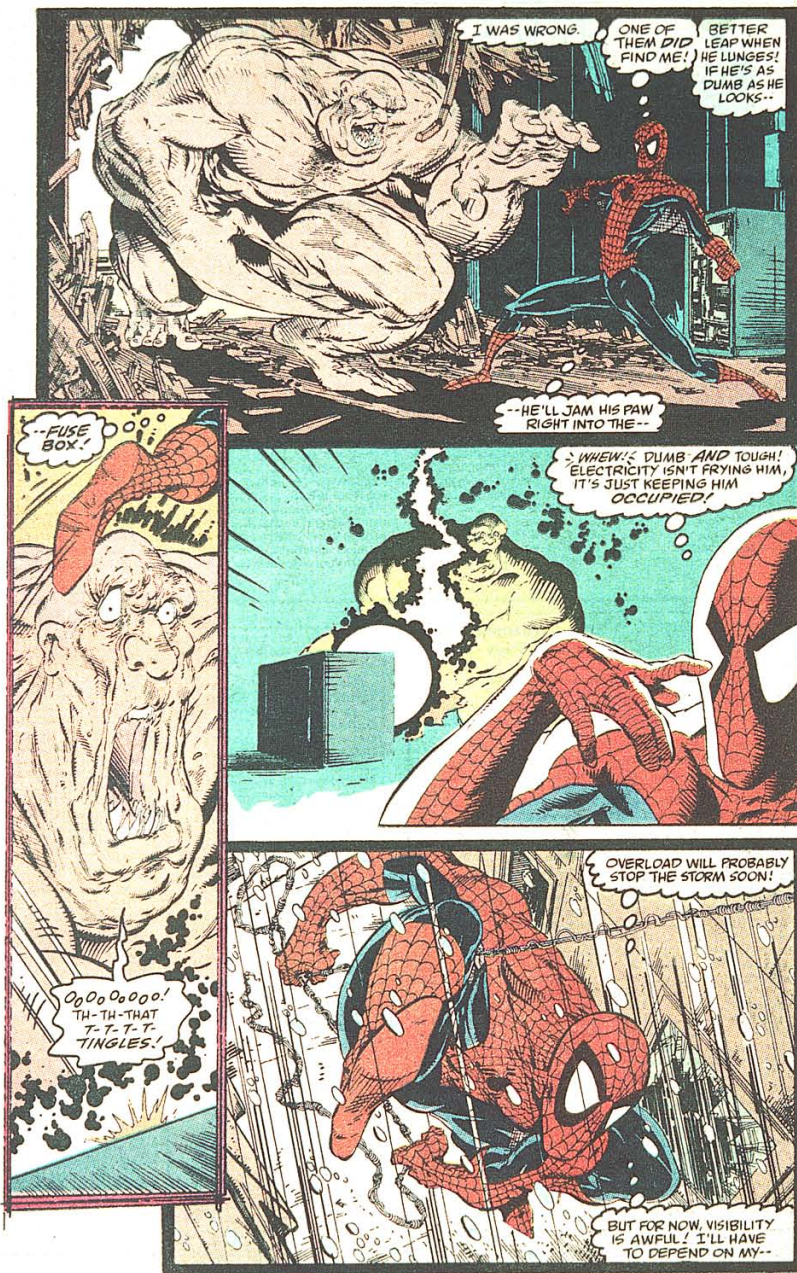
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Bulpen Bulletins

Stan's Soapbox

Hi, Heroes! In answer to countless demands (from my cousin, Calvin Countless), I figured this would be a good time to bring you up to date on Marvel's various movie and TV projects.

Captain America: Even as you read this, the filming is about to start in Europe, and, naturally, Cap's villain will be the ever-loathsome Red Skull! (For more of the dazzlin' details, don't miss the "Soapbox" page in this month's MARVEL AGE!) **Spider-Man:** Your battlin' Bulpen finally convinced the Hollywood wizards to stop writing screenplay after screenplay that didn't correctly portray the ol' wall-crawler. Now WE'RE gonna work on the movie story for Spidey—so just wait! It'll be coming your way before you can wiggle a web! Also in preparation (which means the scripts are being written right now!) are movies for Iron Man, Sub-Mariner and—buckle your seat belt, brother—Wolverine! We're even playing with an idea for Ant-Man, but hey, I've gotta save some surprises for next time!

As for TV, it won't be long before we'll be announcing Daredevil in his own series! And, for the biggest, wildest surprise of all,

who do you think may be co-starring with the Incredible Hulk in his next made-for-television spectacular? If you guessed the giant-sized, glitzy, glamorous, gorgeous She-Hulk you wouldn't be too far wrong!

Well, that's about it for now. Just didn't want you to think we were all asleep over here at Marvel West—even if we are!

Excelsior!

Stan

ITEM: Hey, boys and girls, what time is it? That's right, it's comic book convention time! That's the time when hotels from coast to coast are taken over by comic book writers, artists, editors, publishers, letterers, colorists, back-issue dealers, and most importantly, fans! It's too late to tell you about Oakland's Wondercon (we had a blast!), but if you hurry you can still join the fun at the following gala gatherings:

CHICAGO COMICON

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Ramada O'Hare Hotel

Rosemont, IL

(Guests include legendary Soapbox-scribe Stan (the Man) Lee, Editor in Chief

talking to people).

My hobbies are: Reading, writing, going to movies, photography, cooking, putting my car in and out of the shop.

My pet peeves are: People who think they are the absolute authority on anything, people who destroy the environment or mistreat animals, people who say I look like Meryl Streep, my car!

My favorite performers are: Katharine Hepburn, Gene Kelly, Jimmy Stewart, Harrison Ford, Sean Connery, Jay Leno, UB40—but only recently.

The last good books I read were: *The Funny Papers* by Tom De Haven, *Endgame Enigma* by James P. Hogan, and *Tourist Season* by Carl Hiaassen.

The last good movies I saw were: *The Adventures of Baron Munchausen*, and high-quality rental tapes of *Harold and Maude*, *The Man Who Would Be King*, *The Wind and the Lion*, and *Once Upon a Time in America*.

If they were making a movie of my life, I'd like to see my part played by: Someone with a smaller nose and a better figure.

My oddest habit is: Eating picante sauce with just about everything.

My greatest accomplishment outside the comics field is: My journalistic writing for newspapers in Texas; living 25 years (so far); having Don King tell me I look like Cleopatra.

The reason I got into comics was: Fate! Plus the fact that I fell in love with Peter Parker at a very young age.

The biggest influences on my work include: Mark Twain, Charles Dickens, Dr. Laurence F. McNamee (my Shakespeare teacher and sportswriting partner), my parents, Connie Penny (my high school journalism teacher), old movies, and travelling a lot! (Hint, hint.)

The single work of which I am most proud is: My as-yet-unpublished children's book, *Kerry and the Scary Things*. Getting Mike Zeck to draw my caricature.

My greatest unfulfilled ambition in the comics field is: To someday be Mike Carlin's boss.

The worst part of my job is: Listening to my editor Craig Anderson explain why we need more girls on SAVAGE SWORD OF CONAN covers, and seeing by the higher sales figures that he's right!

When nobody's looking I like to: Steal pens from Glenn Herdling, doodle on my desk calendar.

The one thing I really want the world to know about me is: I'm really not Cleopatra, but sometimes I do dress up like Napoleon Bonaparte.

Quota of the Month

"Nothing personal, Gail, but I'm going to have to kick your butt!"

—Wendell Vaughn
QUASAR #1

and THOR writer Tom (Top Dog) DeFalco, Executive Editor and writer of both CAPTAIN AMERICA and QUASAR Mark (the Remarker) Gruenwald, PUNISHER writer and editor Carl (the Married Guy) Potts, and Mutant editor and S.H.I.E.L.D. scribe Bob (Over 30) Harras.)

For more info (like how much it costs, for example) contact CHICAGO COMICON, c/o Larry Charet, 1219 W. Devon, Chicago IL 60660; telephone (312) 743-4493.

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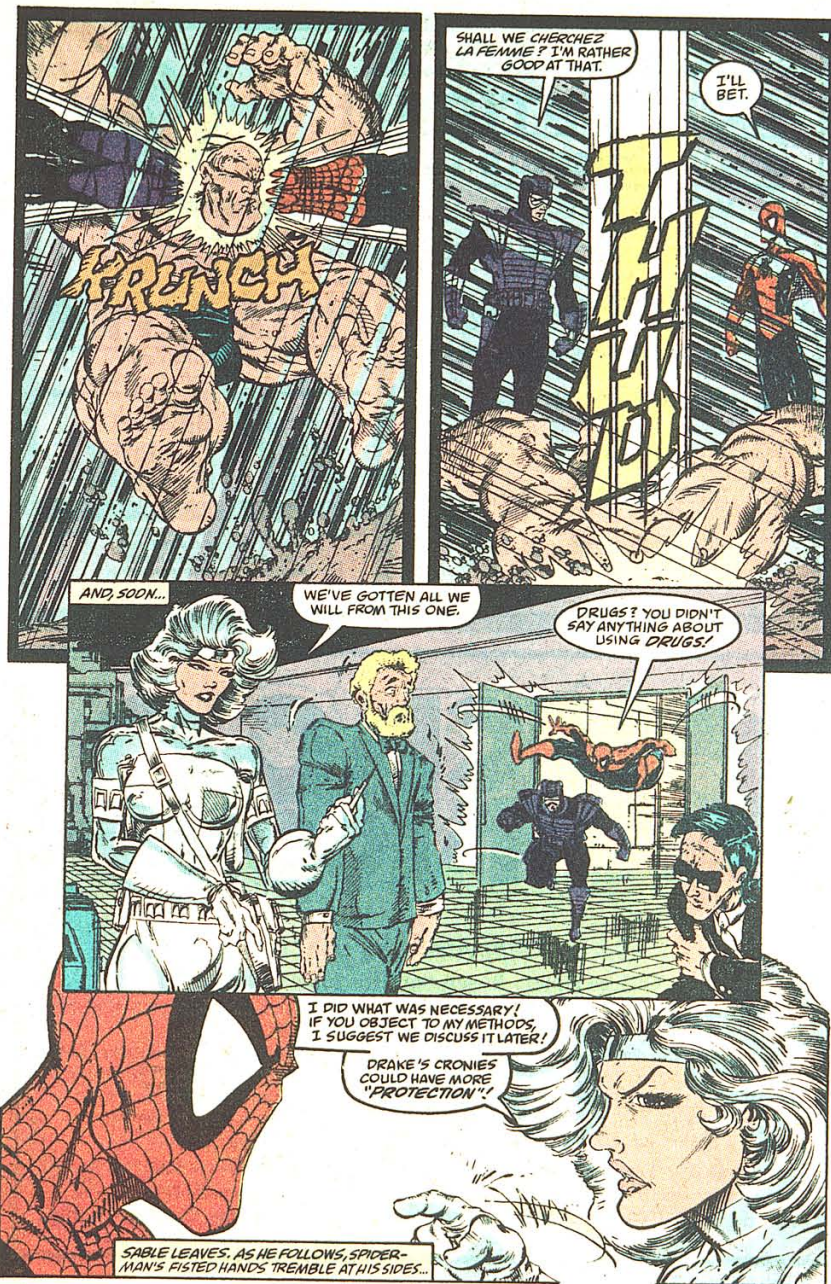
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(Guests include Mark (Him Again?) Gruenwald, AMAZING SPIDER-MAN writer David (Rhymes with Pickle-my-knee) Michelinie, DR. DOOM/DR. STRANGE Graphic Novel penciler Mike (Don't even try to pronounce it) Mignola, along with a pair of comic art legends, Harvey Kurtzman and Will Eisner.)

For more info contact DALLAS FANTASY FAIR, P.O. Box 820488, Dallas TX 75382; telephone (214) 349-3369.

And tell 'em Marvel sent you!



Pro File:

Renee Witterstaetter



Assistant Editor on: CONAN SAGA, SAVAGE SWORD OF CONAN, SILVER SURFER, WHAT IF...?, WOLVERINE SAGA, and the Kull Graphic Novel

Marvel freelance credits (past): A five-page story in the SILVER SURFER ANNUAL; HULK and NEW MUTANTS letter pages; articles for MARVEL AGE

Marvel freelance credits (present): It's a secret!!!

My place of birth is: Texarkana—the Texas side, that is! An' do-o-o-n't yu fergit it! **People who knew me in high school thought I was:** An impostor I lost megatons over one summer, and actually began

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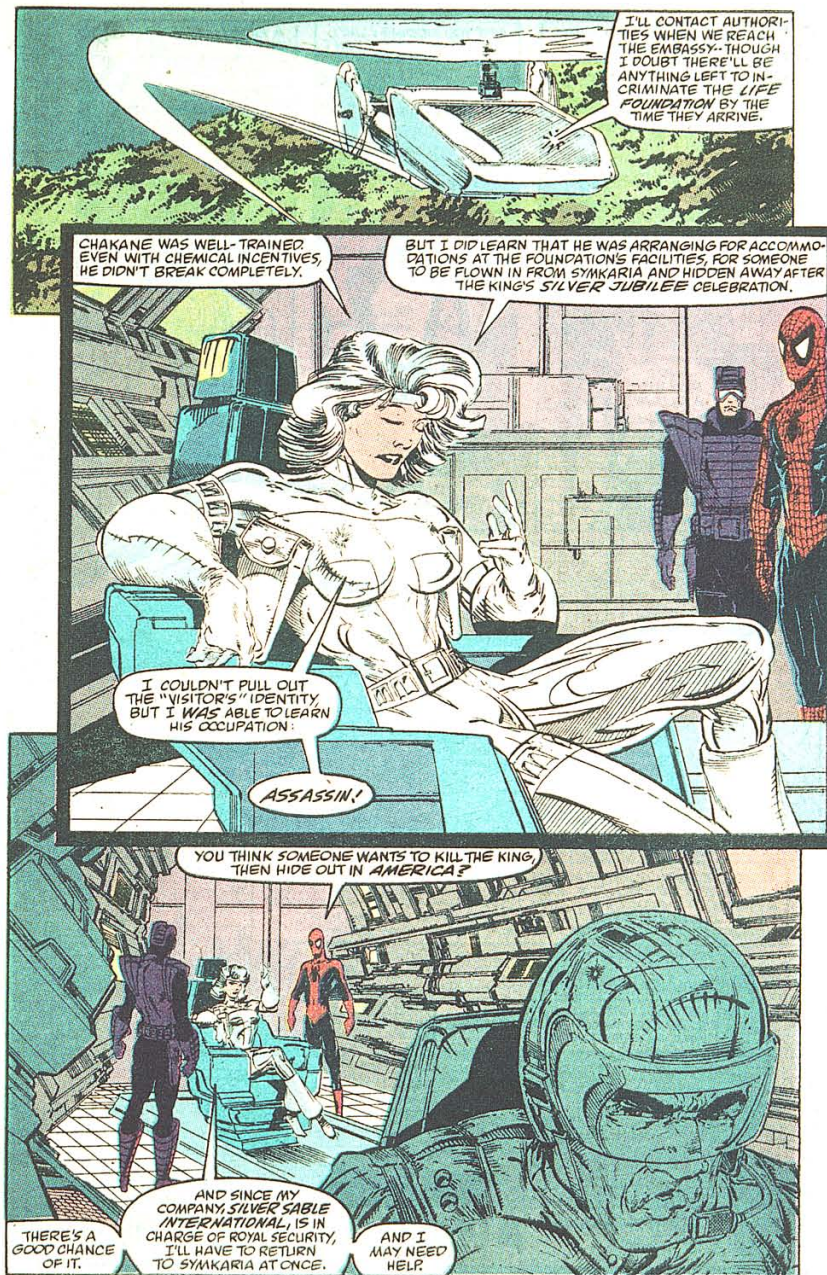
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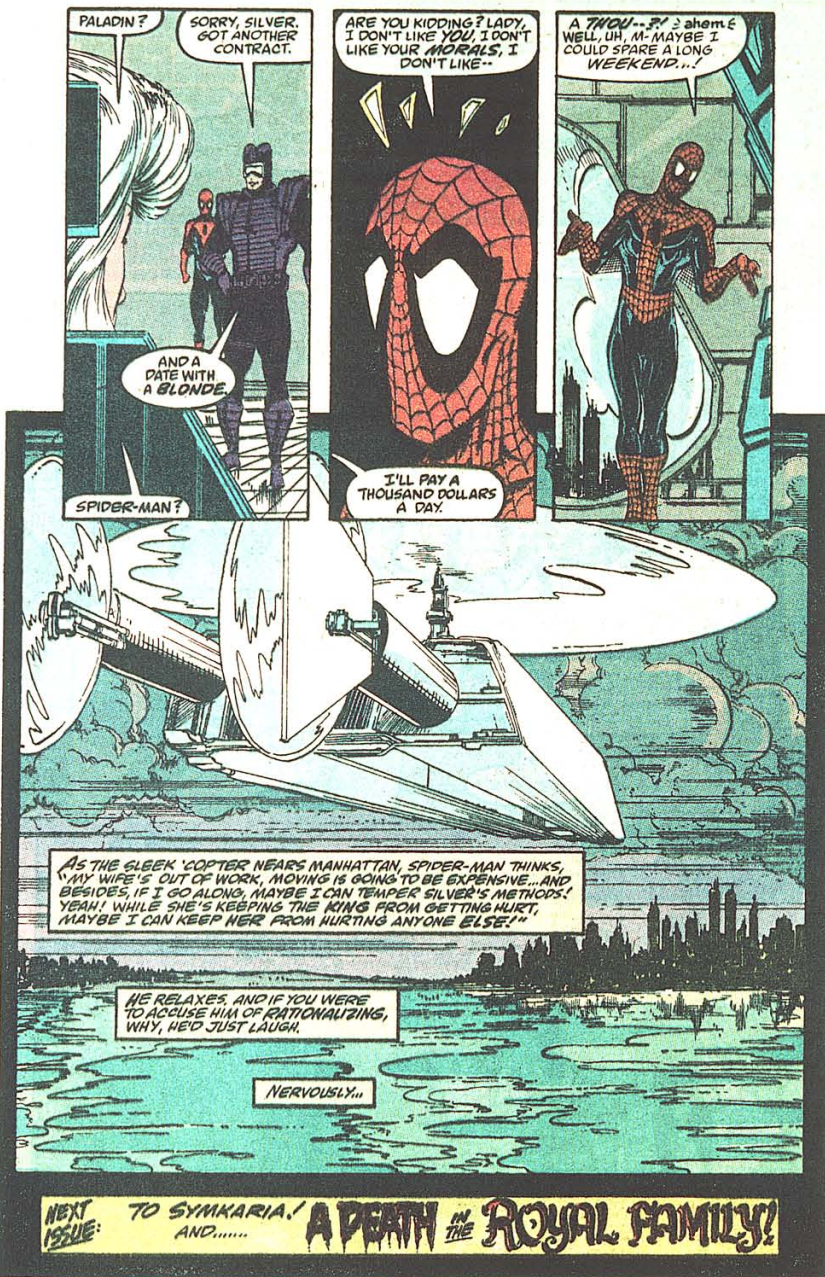
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THE SPIDER'S WEB

% MARVEL COMICS GROUP
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JIM SALICRUP
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GLENN HERDLING
ASSISTANT EDITOR

Attention correspondents: All letters considered for publication must include your name and address, though we will withhold that information upon request.

Dear Spider-crew,

I liked quite a few things about your "infernal" 313th issue.

First: the cover. Not only is Todd McFarlane's interpretation of the loathsome Lizard savage and ferocious—but he needs a miracle worker of an oral hygienist to boot!

Second: the shark in the Midtown Tunnel and the amazing "Spider-Blimp." These are perhaps the two most original Inferno-related menaces I've seen yet. As they appeared in the same issue as the aforementioned Lizard, I wonder if the "sharks-in-the-tunnel" were inspired by the "alligators-in-the-sewer." And I also wonder what J. Jonah Jameson would make of the "Macy's Menace!"

Third: the lizard-arm growing out of Dr. Connors' shirt in the flashback on page 8. The surprised revulsion seared into Connors' face matches my imagined reaction were I to find a small, inhuman hand growing from my own arm. Yicchi!

Fourth: the Lizard's decision to chew off his "more human" arm and let another one grow back. Here David Michelinie chillingly portrayed a character so cold-blooded that his ruthlessness extends to himself.

Fifth: Jonathon Caesar's change of facial expressions from one panel to the next on the last page. His look of hatred while thinking of love and his subsequent expression of simple futility while plotting Mary Jane's downfall should be more than enough to remind anybody that he's a real nut!

Thanks.

Erik C. Miller
Ashton-Aydelotte #155
Bloomington, IN 47406

Then there are those who disliked our "Inferno" tie-ins...

Dear Marvel,

Finally, the last infernal "Inferno" crossover for THE AMAZING SPIDER-MAN has arrived, now we can get on with the series again. It may seem like the comic reading public is mutant crazy, at least those who read Marvel, but a large segment of us could care less about all those X-groups. I know that if something like "Inferno" happened it would have to involve all New York-based heroes, but couldn't Peter have been out promoting his book, or on assignment for NOW Magazine?

Actually, AMAZING fared better than the other Spider-titles. #311 gave us the return of Mysterio in an imaginative fashion. #312 had the climax to the Hobgoblin-Green Goblin battle. #313 was a good way to have the Lizard return. I hope this isn't the last of him. Also, David wrote less demons into his tales than Gerry Conway did. This allowed him to keep stories more in the Spidey-style he does so well.

David also showed family concerns. There were revealing parallels between one situation involving Peter and his Aunt May along with Mary Jane and her cousin Kristy and the other involving the Connors. When will we see Kristy's parents?

Finally, I really enjoyed the scenes with the Spider-Man float. It was wonderful comic relief, and another one of those touches Marvel uses to make their comics seem more real. The best line of the whole exchange was when Spidey proclaimed, "The guy's eyes were all wrong, anyway..." If any observant Spider-reader has noticed, Todd draws Spidey's eyes differently than most Spider-artists have. It was interesting to see him try it the other way.

Stephen Cade
339 12 Avenue N.W.
Calgary, Alberta

Kristy's parents will be making their debut in WEB OF SPIDER-MAN #58, Stephen. That issue will also resolve a number of other dangling plot threads. Watch for it!

Dear David, Todd, and Jim,

When is this "Inferno" crud gonna be over with? Maybe all this "demons and Death" stuff works over in the X-books, but it just doesn't seem to play in SPIDER-MAN (although I did get a kick out of Spidey fighting the blimp).

It really bothers me when crossovers are used only to generate sales for the ongoing promotion. I mean, if Spider-Man was fighting side-by-side with the mutants against the demons, it would be

warranted, but to just show Spidey fighting these demons and giving absolutely no explanation as to their existence really stinks. The least you could do is clue us in on how these got here and what the \$#!l is going on. How about a footnote? Huh? A small one?

However, the non-Inferno part of the story wasn't bad at all. My only complaint is that Billy seems to have gotten about six years younger since we last saw him. Even back in the seventies, when the Lizard fought Stegron, Billy looked about fourteen.

Other than that, it was pretty good, for a Lizard story. After all, there's only so many variations on the old "squirt-the-cure-into-the-Lizard's-mouth" plot. The art was fantastic, as usual. Todd draws one mean Lizard! I especially liked that grin that Liz seemed to have whenever he closed his mouth.

Next issue: Jonathon Caesar seeks revenge? Yawww. What's he gonna do, evict them? Ooooooo. Sounds ominous.

Scott Tipton
2306 McClellay Ave.
Antioch, CA 94509

We didn't want to guest-star mutants during the "Inferno" storyline, Scott, because such a ploy would have left us open to even further accusations of exploitation. We wanted to show how Spidey dealt with the insanity of New York without actually confronting the cause. It seemed more mysterious. The point of our issues was to show a different perspective of the X-MEN storyline. It just wasn't important to know what was going on since Spidey didn't know what was happening either.

Dear Spider Crew,

Issue #313 was yet another enjoyable issue in a very consistent string. Am I noticing a pattern here or is David strolling through a Who's Who of everybody's favorite classic villains? I hope so and I hope we see his and Todd's rendering of the Vulture in the near future.

SPIDER-MAN has remained my favorite title during all of this Inferno business in that it has managed to keep its sense of humor. Spider-Man fighting his oversized counterpart provided a priceless moment. His confrontation with the Lizard was far less enjoyable though. Don't get me wrong, I'm happy to see Curt Connors' alter ego again. It's just that it came and went so fast. I wrote before complaining about the speed with which these great faves come and go but I'll say it again. You don't need to be in such a hurry, this storyline would have been more enthralling stretched over the space of two or three issues.

I also liked seeing Aunt May again and because of your Next Issue hints I have a feeling that Mary Jane and Peter may be staying there before too long. I was confused by this Kristy person, however, as far as I can recall I've never seen her before. She must've made her first appearance within one of the other Spider titles.

The return of Jonathon Caesar is not a welcome event. He made a suitable one-shot villain but I think a return engagement is unwarranted. I hope that this go around he'll be exiting for a much longer period of time.

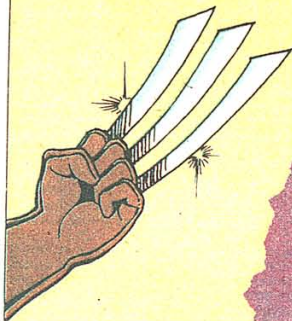
I can't think of anything else to say for this month except that I hope the current creative team stays on this title for a good long time. Other than the breakneck pace, I'm enjoying myself immensely. Keep up the great work and continued success!

Anthony King
P.O. Box 1001
Wolffville, NS
Canada
BOP 1X0

David had to compile all those stories at breakneck pace to cram them all in during the three months of "Inferno." Anthony, We hope you're enjoying our enthralling 6-part "Assassin Nation Plot." It should make up for any hurried stories, but you get to witness the unfolding storyline twice a month!

NEXT ISSUE: Part III of the "Assassin Nation Plot" where Spidey, Paladin, and Silver Sable romp through Symkaria! Be here in just two weeks and be the first on your block to experience Sable's homeland. Also, the "Gang War" comes to a stunning conclusion, as Gloria Grant makes a surprising decision in WEB OF SPIDER-MAN #55.

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STATE ZIP AGE KEY: JUNE-89

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BOMB BLAST SUIT
Shields you from explosions.



FLASHLIGHT
Illuminates under-ground passages.



MINES
Set them in key locations. Up to three per screen.



INGRAM MAC-II
Semi-automatic submachine gun. Silencer optional.

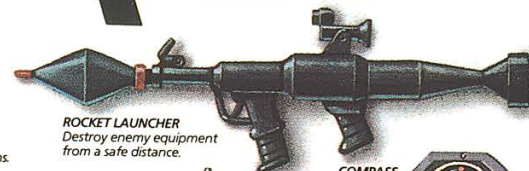
GEAR UP



BARETTA M92F
Single-action hand gun. Silencer optional.



ANTIDOTE
Neutralizes poisons.



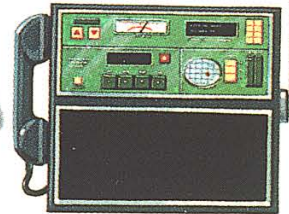
ROCKET LAUNCHER
Destroy enemy equipment from a safe distance.



BODY ARMOR
Will reduce damage by 50%.



COMPASS
Helps you navigate through uncharted deserts.



TRANSCIVER
This is your most valuable piece of equipment. With it, you'll receive vital information from headquarters telling you where to find essential weapons and supplies.



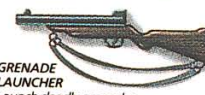
ANTENNA
Allows you to use transceiver despite enemy jamming devices.



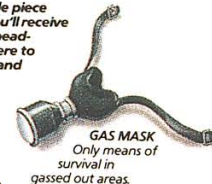
OXYGEN TANK
Keeps you breathing underwater.



MINE DETECTOR
Discovers location of enemy mines.



GRENADE LAUNCHER
Launch deadly grenades into strategic locations.



GAS MASK
Only means of survival in gassed out areas.



INFRARED GOGGLES
Used to detect infrared alarm sensors.



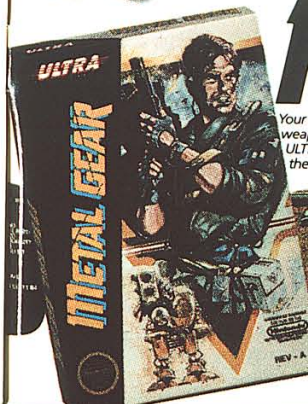
BINOCULARS
Allow you to see one screen ahead without risking your life.



PLASTIC EXPLOSIVES
For perfectly timed explosions.



REMOTE CONTROL MISSILE
Guide it with your control pad.



METAL GEAR[™]

Your Nintendo Entertainment System[®] has never seen a weapon as destructive as METAL GEAR. To help you destroy it, ULTRAGAMES[®] has supplied the equipment. To get through the METAL GEAR maze, you'll have to supply the wits.

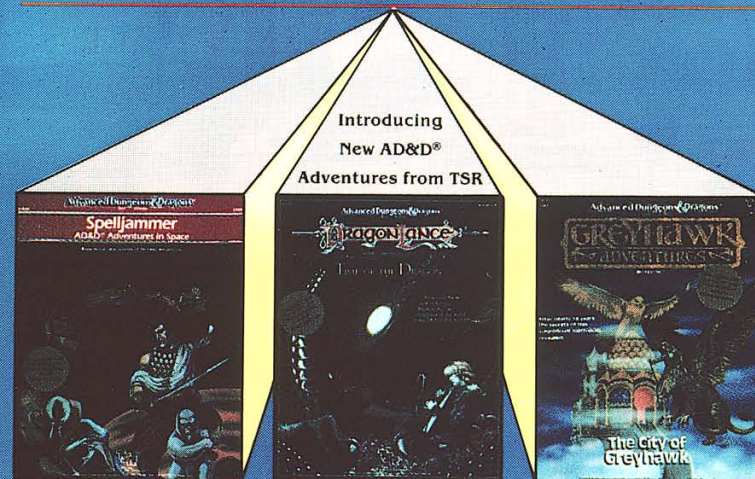


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THREE GREAT PLACES

That Aren't on the Map



Venture into Outer Space. Come on aboard and journey to the moons of the Forgotten Realms, Krynn and Oerth or, to the stars beyond. Battle magical aliens in fantasy powered space crafts and search the universe for treasure and mystical artifacts. TSR launches a totally new playing frontier with **SPELLJAMMER™**, **AD&D® Adventures in Space**. The **SPELLJAMMER** boxed set includes 24 color stand-up counters, four poster-sized maps and two 96-page information booklets. The **SPELLJAMMER** game . . . the beginning of another fantastic AD&D campaign.

Explore the Other Side of Krynn. TSR's new boxed set, *Time of the Dragon* takes you to the other side of Krynn, the fantastic setting for the popular **DRAGONLANCE™** saga. Bizarre and cataclysmic natural forces have shaped Krynn's other side separating pieces of land with boiling lava and molten rock. The people of the lands have created independent cultures and assumed unique physical characteristics and, await your arrival. The *Time of the Dragon* boxed set includes four poster-sized color maps, one 96-page rule booklet, one 64-page booklet and 24 full page color reference cards.

Tour the Home of Role-Playing Gaming. In TSR's new *City of Greyhawk* boxed set, you'll get an up close look at the heart of the AD&D game's oldest and most storied world. The long-awaited "city-system style" presentation of *Greyhawk* gives players new rules for urban campaigning and new information for years of role-playing in and around this legendary medieval city. The set contains four poster-size maps providing rooftop detail of the city and two 96-page rule booklets to expand the adventures for fans of the heralded *City of Greyhawk*.

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